
Subject: CNC3: Tiberian Twilight
Posted by [loser99](#) on Sun, 19 Sep 2004 23:40:43 GMT
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man just hearing this information makes my mouth water... I want to eat like hundreds of chocolate chip cookies right now.

OMGGGGGGGGGGGGG!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Subject: CNC3: Tiberian Twilight
Posted by [Spice](#) on Mon, 20 Sep 2004 00:00:22 GMT
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Awsome news. I'm not too excited for this title , until I can see gameplay first hand. Only time will tell.

(Also , EA: Challenge everything Slogan will be quite weird with a C&Cgame.)

Subject: CNC3: Tiberian Twilight
Posted by [icedog90](#) on Mon, 20 Sep 2004 00:14:58 GMT
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My topic about the rumor was correct. I'm excited, but at the same time I'm not. I'm excited that C&C has continued, but I'm not excited that EA Games is the maker. Let's just hope they don't fuck it up, which is a 90% chance they will.

Subject: CNC3: Tiberian Twilight
Posted by [Madtone](#) on Mon, 20 Sep 2004 00:19:07 GMT
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sigh Open your eyes an come back to reality guys.... There ya go!

Subject: CNC3: Tiberian Twilight
Posted by [Vitaminous](#) on Mon, 20 Sep 2004 00:34:46 GMT
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...?

Subject: CNC3: Tiberian Twilight
Posted by [loser99](#) on Mon, 20 Sep 2004 00:39:00 GMT
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the reality of what... they are making another CNC game?

EA does suck HARD! At least people who made the original C&C are working on it. Renegade single player was so homo-erotic, I really dont know. It was SOOO BAD!

There better be live action FMVs

Subject: CNC3: Tiberian Twilight
Posted by [Xtrm2Matt](#) on Mon, 20 Sep 2004 05:36:26 GMT
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Flame me all you want, I actually like Generals / Zero Hour. Let's see what they can make a new game in the series look like.

Subject: CNC3: Tiberian Twilight
Posted by [NHJ BV](#) on Mon, 20 Sep 2004 07:50:09 GMT
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How is this news item different from the other one? If that one was fake, this one could easily be as well, they just added "someone at EA told us"...

Also, the game will suck.

Subject: CNC3: Tiberian Twilight
Posted by [PiMuRho](#) on Mon, 20 Sep 2004 10:14:54 GMT
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loser99the reality of what... they are making another CNC game?

EA does suck HARD! At least people who made the original C&C are working on it. Renegade single player was so homo-erotic, I really dont know. It was SOOO BAD!

There better be live action FMVs

The people who made the original C&C are mostly at Petroglyph now.

Subject: CNC3: Tiberian Twilight
Posted by [ViolentOrgy](#) on Mon, 20 Sep 2004 18:14:25 GMT

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Can someone list the reasons of why EA sucks? I liked Generals and Zero Hour, cept for their use of the C&C name for it, but it did have command and conquer qualitys though.

Subject: CNC3: Tiberian Twilight
Posted by [loser99](#) on Mon, 20 Sep 2004 18:45:25 GMT
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EA's Business Model: The customer does not matter unless it interfere's with financial income. Making money is the sole function of our business. Nothing else matters.

This leads to half assed games in every facet possible.

An example is why C&C 3 will probably suck. The General's engine is not that great, but they'll use it again to save money. They will either use crappy CG for the movies, or just wont have any. In my mind this is like Starwars with CG Luke Skywalker. The story-line as it was intended to be will no doubt be re-written for mass appeal. As soon as sales die out they will stop supporting the game, because they are not making any money any more. In other words, CNC will be robbed of all its integrity in favor of a making more money for an company that all ready has WAY too much.

By buying an EA product you support this model, and I strongly encourage you to not buy another EA product again. They will buy every last company, there will be no healthy competition among businesses. You will be left with a company that lacks all sense of creativity, and just wants your money. If you give it to them its a downward spiral. Break out of it now.

Subject: CNC3: Tiberian Twilight
Posted by [Vitaminous](#) on Mon, 20 Sep 2004 18:52:30 GMT
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Yeah, they're so half-assed, that's why 90% of their games are getting 4 out of 5s in most game reviewing magazines and shows.

Subject: CNC3: Tiberian Twilight
Posted by [NHJ BV](#) on Mon, 20 Sep 2004 19:26:32 GMT
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That's because magazines are often OMG GRAFIX!!!!11 and don't give a shit about things known as replayability.

Subject: CNC3: Tiberian Twilight
Posted by [Weirdo](#) on Mon, 20 Sep 2004 19:27:09 GMT

You want to know what is wrong to my opinion with Generals?

First of all the SP is not very inspiring, lousy storyline and not many missions. But oh well, if the SP isn't really that good let's look at multiplayer. This game could be a good MP game, if they actually used their brains when making a MP. I think it's a shame that they released the game without it being able to check who was disconnecting in a game. Come on, after so much experience with RTS games, you should know by now, that people will use disconnection, as a way not to lose points. Oh well, people at first didn't really have to disconnect. EA made it easier, why not put the stats on the user's computer. That way instead of modding cars in NFS:underground people can now modify their scores, so they look uber 1337. But oh well, maybe it wasn't so bad if they actually made a team of people who watched over who was cheating, like they promised in the beginning.

Why would I buy a game, just to wait a few months, for it to be actually patched in a way that it's playable online, and with a ladder. If I waited those months I could have bought it cheaper.

The sad thing is, I actually read somewhere, how proud someone of the team was. For actually developing a game in such a short time as they did. You know why you were so FAST!!!!, because it needed a few more months, after release to be actually playable.

Oh yeah, and their new forums are a joke.

Subject: CNC3: Tiberian Twilight

Posted by [YSLMuffins](#) on Mon, 20 Sep 2004 21:25:09 GMT

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Haha, reviews. They're clueless as to the real reasons why Zero Hour and to a lesser extent Generals sucks--support. The history or lack thereof is not really worth explaining. And reviewers wouldn't really know about the games that came behind the C&C name.

If you've played the first C&C, RA, TS, and Emperor (though it is not a C&C, but it still had the WW label on it), you can't tell me that when you look at Generals, you haven't been spoiled by the WW games that came before Generals. If you've never experienced the old games (which is really impossible these days, considering how advanced games have come), it's really too bad, because you don't know what you're missing. You'd think Generals is a good game because your standards are not as high as those who've been with C&C for so long.

If EA designed Generals to be primarily a single player game (considering the vast majority bought the game never intending to go online), just think how incredibly badly EA is shortchanging its players. And if EA designed Generals to be an online game, then where has the support for it gone? The game is just not strong enough in ANY aspect to hold together a significant community.

Subject: CNC3: Tiberian Twilight
Posted by [Deactivated](#) on Mon, 20 Sep 2004 21:34:56 GMT
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Quote:E.K

"The Borg cube was not a place I recommend for work. It's a machine. They have a philosophy for making games that just spawns contempt and anguish from the workers. Eat you up and spit you out... only to replace you with a fresh new soul from art college."

Do you think this applies to EA's support as well?

Subject: CNC3: Tiberian Twilight
Posted by [loser99](#) on Mon, 20 Sep 2004 22:57:07 GMT
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yeah reviews are just one person's opinion. They reviewer is the first person to play it, so they get no one else's perspective, and they have about 2 weeks to decided whether a game is any good or not. These reviewers are not gamers, they look at playing games from a work standpoint rather than a hobby standpoint.

Subject: CNC3: Tiberian Twilight
Posted by [DarkDemin](#) on Mon, 20 Sep 2004 22:58:42 GMT
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THE BORG

Subject: CNC3: Tiberian Twilight
Posted by [Jaspah](#) on Mon, 20 Sep 2004 23:26:18 GMT
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Hmm, well hopefully EA won't fuck C&C 3 up to the extent of Generals.

Subject: CNC3: Tiberian Twilight
Posted by [Vitaminous](#) on Mon, 20 Sep 2004 23:36:38 GMT
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NHJ BVThat's because magazines are often OMG GRAFIX!!!!11 and don't give a shit about things known as replayability.
WRONG.

Subject: CNC3: Tiberian Twilight
Posted by [Blazer](#) on Mon, 20 Sep 2004 23:39:10 GMT
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There is no C&C3:TT :twisted:

Subject: CNC3: Tiberian Twilight
Posted by [Vitaminous](#) on Tue, 21 Sep 2004 00:12:39 GMT
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There is no Blazer. :twisted:

Subject: CNC3: Tiberian Twilight
Posted by [loser99](#) on Tue, 21 Sep 2004 00:21:39 GMT
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AprimeNHJ BVThat's because magazines are often OMG GRAFIX!!!!11 and don't give a shit about things known as replayability.
WRONG.

hes not completely wrong. How would a reviewer know about replayability? They have only 2 weeks to play the game

Subject: CNC3: Tiberian Twilight
Posted by [cowmisfit](#) on Tue, 21 Sep 2004 00:27:32 GMT
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AprimeNHJ BVThat's because magazines are often OMG GRAFIX!!!!11 and don't give a shit about things known as replayability.
WRONG.

They thought generals was a good game. I think that says it all right there.

Subject: CNC3: Tiberian Twilight
Posted by [rm5248](#) on Tue, 21 Sep 2004 00:31:45 GMT
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YSLMuffinsIf you've played the first C&C, RA, TS, and Emperor (though it is not a C&C, but it still had the WW label on it)....

I saw a Monopoly PC game with 'Westwood Studios' on the side, and that definatly isn't an RTS.

Subject: CNC3: Tiberian Twilight
Posted by [DarkDemin](#) on Tue, 21 Sep 2004 01:08:19 GMT
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I own Monopoly by Westwood studios then Westwood got owned by a monopoly.

Subject: CNC3: Tiberian Twilight
Posted by [loser99](#) on Tue, 21 Sep 2004 02:27:28 GMT
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lol dude funniest thing ive heard all night, 5 STARS!

Subject: CNC3: Tiberian Twilight
Posted by [Vitaminous](#) on Tue, 21 Sep 2004 02:42:30 GMT
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loser99AprimeNHJ BVThat's because magazines are often OMG GRAFIX!!!!11 and don't give a shit about things known as replayability.
WRONG.

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You know nothing about this, at the moment I review games for a local newspaper, it doesn't work like this, trust me.

Subject: CNC3: Tiberian Twilight
Posted by [NHJ BV](#) on Tue, 21 Sep 2004 07:24:42 GMT
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Aprimeloser99AprimeNHJ BVThat's because magazines are often OMG GRAFIX!!!!11 and don't give a shit about things known as replayability.
WRONG.

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I'm not sure if local newspapers can be compared to gaming magazines. Newspapers have less connections to the gaming industry, which makes magazines praise some games to appease the developers/publishers, who will otherwise not give them exclusives anymore. And there are so many crappy games with great reviews, that it's hard to believe the scores in magazine previews

anymore.

Subject: CNC3: Tiberian Twilight
Posted by [Madtone](#) on Tue, 21 Sep 2004 07:34:28 GMT
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Aprime
You know nothing about this, at the moment I review games for a local newspaper, it doesn't work like this, trust me.

Well with someone like Aprime reviewing games, you just know whatever he says is gonna be crap.

Subject: CNC3: Tiberian Twilight
Posted by [Vitaminous](#) on Tue, 21 Sep 2004 09:22:49 GMT
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Lol, no.
I'd be fired by now if I did.

But NHJ BV, you have a point, but what about me eh?

Anyway, enough about me, let's about the upcoming Command and Conquer!

Subject: CNC3: Tiberian Twilight
Posted by [NHJ BV](#) on Tue, 21 Sep 2004 13:36:22 GMT
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I'm still not convinced that it's actually coming. And I will not buy it until the community here can assure me it's not bad. It has to be pretty darn good, actually, for me to buy something EA made.
